
Subject: Re: ActiveX method SetNamedArray

Posted by [Reinhold Schaaf](#) on Tue, 18 Aug 1998 07:00:00 GMT

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<TT>I don't know the answer, but:</TT><TT></TT>

<P><TT>In the example C++ programm which comes with IDL 5.1 this point is referenced as "the \$ 64.000 question"!</TT><TT></TT>

<P><TT>My workaround: Pass scalars with SetNamedData and construct the array in IDL (with ExecuteStr). This works, but seems to be quite inefficient, so I am highly interested to see this question to be setteled, too!</TT><TT></TT>

<P><TT>Reinhold</TT>

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<P><TT>Richard J Troup wrote:</TT>

<BLOCKQUOTE TYPE=CITE><TT>I'm looking the a way to undo the reference to external memory which was</TT>

<TT>made by the IDL ActiveX command SetNamedArray. IDL appears to place a lock</TT>

<TT>on the memory and is not allowing for memory clean up.</TT><TT></TT>

<P><TT>I'm sure there must be an obvious note in the s/w manuals but I can't find</TT>

<TT>it.</TT><TT></TT>

<P><TT>Help is appreciated. Thank you</TT>

<TT>Richard Troup</TT>

<TT>rjtroup@west.raytheon.com</TT></BLOCKQUOTE>

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